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1 ConNexus to awarenex: extending awareness to mobile users

John C. Tang, Nicole Yankelovich, James Begole, Max Van Kleek, Francis Li, Janak Bhalodia
March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems**



Full text available: [pdf\(522.50 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We explored the use of awareness information to facilitate communication by developing a series of prototypes. The ConNexus prototype integrates awareness information, instant messaging, and other communication channels in an interface that runs on a desktop computer. The Awarenex prototype extends that functionality to wireless handheld devices, such as a Palm. A speech interface also enables callers to make use of the awareness information over the telephone. While the prototypes offer si ...

Keywords: CSCW, awareness, computer-mediated communication, instant messaging, mobile devices, wireless handhelds

2 Improving personal efficiency: Time management in today's changing university computing environment



Darleen Pigford
November 1982 **Proceedings of the 10th annual ACM SIGUCCS conference on User services**

Full text available: [pdf\(799.40 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

With escalating technological advances and increased computing demands, the director of a university based computing facility finds greater professional responsibilities to perform with somewhat diminishing resources. To partially resolve this imbalance of task and resources, the leaders of computing organizations must seek to utilize their own time as efficaciously as possible. Planning to achieve maximum efficiency in a given time frame is a complex and individualized process. Even though ...

3 Queue Focus: Beyond Instant Messaging



John C. Tang, James Bo Begole
November 2003 **Queue**, Volume 1 Issue 8

Full text available: [pdf\(925.99 KB\)](#)

Additional Information:

 [.html\(35.63 KB\)](#)[full citation, index terms](#)**4 Principles of mixed-initiative user interfaces**

Eric Horvitz

May 1999 Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limitFull text available:  [pdf\(1.30 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Recent debate has centered on the relative promise of focusing user-interface research on developing new metaphors and tools that enhance users abilities to directly manipulate objects versus directing effort toward developing interface agents that provide automation. In this paper, we review principles that show promise for allowing engineers to enhance human-computer interaction through an elegant coupling of automated services with direct manipulation. Key ideas will be highlighted ...

Keywords: UI design, decision theory, direct manipulaton, intelligent agents, probability, user modeling

5 Design expo case studies: Designing remail: reinventing the email client through innovation and integration

Bernard Kerr, Eric Wilcox

April 2004 CHI '04 extended abstracts on Human factors in computing systemsFull text available:  [pdf\(1.68 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Remail design team defined a specification for an innovative and integrated email client. This design-lead effort tackled three key problems that email researchers have discovered: lack of context, co-opting of email, and keeping track of too many things. Based on earlier design and research explorations, we conceived of a client from the ground up that attacked these problems in an integrated fashion. Our solutions were based on three constructs: showing message context, marking email, and ...

Keywords: concept design, experience design, experience strategy, information architecture, integration

6 Human-computer interface development: concepts and systems for its management

H. Rex Hartson, Deborah Hix

March 1989 ACM Computing Surveys (CSUR), Volume 21 Issue 1Full text available:  [pdf\(7.97 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

7 Computer-mediated communication in collaborative educational settings: report of the ITICSE '97 working group on CMC in collaborative educational settings

Ursula Wolz, Jacob Palme, Penny Anderson, Zhi Chen, James Dunne, Göran Karlsson, Atika Laribi, Sirkku Männikkö, Robert Spielvogel, Henry Walker

October 1997 ACM SIGCUE Outlook, Volume 25 Issue 4Full text available:  pdf(2.14 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In educational environments that stress collaboration, the use of computer-mediated communication (CMC) tools can be a source of support as well as a challenge. This paper begins by considering general educational and economic goals and how CMC can be helpful in attaining these goals. A taxonomy of tools for communication and collaboration in education is described. Many sides of the issue are considered, including the roles of teachers and students, problems that can arise and potential solutio ...

- 8 Computer-mediated communication in collaborative educational settings (report of the ITICSE '97 working group on CMC in collaborative educational settings)** 

Ursula Wolz, Jacob Palme, Penny Anderson, Zhi Chen, James Dunne, Göran Karlsson, Atika Laribi, Sirkku Männikkö, Robert Spielvogel, Henry Walker

June 1997 **The supplemental proceedings of the conference on Integrating technology into computer science education: working group reports and supplemental proceedings**

Full text available:  pdf(109.30 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 9 One-hundred days in an activity-centric collaboration environment based on shared objects** 

Michael J. Muller, Werner Geyer, Beth Brownholtz, Eric Wilcox, David R. Millen

April 2004 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  pdf(473.26 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a new collaboration technology that is carefully poised between informal, ad hoc, easy-to-initiate collaborative tools, vs. more formal, structured, and high-overhead collaborative applications. Our approach focuses on the support of lightweight, informally structured, opportunistic activities featuring heterogeneous threads of shared objects with dynamic membership. We introduce our design concepts, and we provide a detailed first look at data from the first 100 days of usa ...

Keywords: CSCW, activity-centric collaboration, computer-mediated communication, synchronous/asynchronous collaboration, user study

- 10 Pen computing: a technology overview and a vision** 

André Meyer

July 1995 **ACM SIGCHI Bulletin, Volume 27 Issue 3**

Full text available:  pdf(5.14 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

- 11 Distributed operating systems** 

Andrew S. Tanenbaum, Robbert Van Renesse

December 1985 **ACM Computing Surveys (CSUR), Volume 17 Issue 4**

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

Full text available:  pdf(5.49 MB)

[index terms](#), [review](#)

Distributed operating systems have many aspects in common with centralized ones, but they also differ in certain ways. This paper is intended as an introduction to distributed operating systems, and especially to current university research about them. After a discussion of what constitutes a distributed operating system and how it is distinguished from a computer network, various key design issues are discussed. Then several examples of current research projects are examined in some detail ...

12 Columns: Risks to the public in computers and related systems 

Peter G. Neumann

March 2002 **ACM SIGSOFT Software Engineering Notes**, Volume 27 Issue 2

Full text available:  pdf(1.54 MB)

Additional Information: [full citation](#)

13 ISIS: an adaptive, trilingual conversational system with interleaving interaction and delegation dialogs 

Helen Meng, P. C. Ching, Shuk Fong Chan, Yee Fong Wong, Cheong Chat Chan

September 2004 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 11 Issue 3

Full text available:  pdf(3.71 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

ISIS (Intelligent Speech for Information Systems) is a trilingual spoken dialog system (SDS) for the stocks domain. It handles two dialects of Chinese (Cantonese and Putonghua) as well as English---the predominant languages in our region. The system supports spoken language queries regarding stock market information and simulated personal portfolios. The conversational interface is augmented with a screen display that can capture mouse-clicks as well as textual input by typing or stylus-writing. ...

Keywords: Human-computer spoken language interface, interaction and delegation dialogs

14 Interruptions and attention 2: attending to interruptions: Using context-aware computing to reduce the perceived burden of interruptions from mobile devices 

Joyce Ho, Stephen S. Intille

April 2005 **Proceeding of the SIGCHI conference on Human factors in computing systems**

Full text available:  pdf(457.78 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The potential for sensor-enabled mobile devices to proactively present information when and where users need it ranks among the greatest promises of ubiquitous computing. Unfortunately, mobile phones, PDAs, and other computing devices that compete for the user's attention can contribute to interruption irritability and feelings of information overload. Designers of mobile computing interfaces, therefore, require strategies for minimizing the perceived interruption burden of proactively delivered ...

Keywords: context-aware computing, human-computer interface, interruption, mobile computing

15 Personal privacy through understanding and action: five pitfalls for designers 

Scott Lederer, I. Hong, K. Dey, A. Landay

November 2004 **Personal and Ubiquitous Computing**, Volume 8 Issue 6

Full text available:  pdf(381.26 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

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